MINDSCAPE INC

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INDIANA JONES and the TEMPLE OF DOOM™

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GETTING STARTED

What You Need

- Commodore 64™ or 128™; Atari® 520ST™, 1040ST™, or Mega™; Amiga™ 500, 1000 or 2000; Apple® IIe/IIc/IIGS, 128K minimum; or IBM® PC/XT/AT, Tandy® 1000/3000, or 100% IBM compatible computer.
- Color Monitor or TV
- Single disk drive
- Joystick (Atari ST, Amiga, Apple and IBM - recommended, Commodore - required)
- Color or Enhanced Graphics Adaptor (IBM only)

Loading Instructions

Commodore

Note: If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the disk from the disk drive, remove the fast load cartridge, and then follow the instructions to load the program. With no cartridge attached, the program should load normally.

1. Make sure the joystick is plugged into Port 2 of your computer.
2. Turn on your monitor or TV, the disk drive and the computer.
3. Insert the ***Indiana Jones and the Temple of Doom*** disk, label side up, into the disk drive and close the drive door.
4. Type **LOAD"*",8,1** and press **RETURN**. The game will load into your computer's memory.

Atari ST

1. If you are using a joystick, make sure that it is plugged into Port 1 of your computer.
2. Insert the ***Indiana Jones and the Temple of Doom*** disk into the disk drive.
3. Turn on your disk drive, monitor or TV, and computer.
4. The program will load automatically.

Amiga

Using Kickstart 1.2

1. If you are using a joystick, make sure that it is plugged into Port 2 of your computer.
2. Insert the **Kickstart 1.2** disk into the disk drive.
3. Turn on your monitor or TV, and computer.
4. At the **Workbench** prompt, insert the ***Indiana Jones and the Temple of Doom*** disk into the disk drive.
5. The program will load automatically.

Apple

1. If you are using a joystick, make sure that it is plugged into the game port of your computer.
2. Insert the ***Indiana Jones and the Temple of Doom*** disk, label side up, into the disk drive.
3. Turn on the monitor and computer.
4. The program will load automatically.

IBM

Using DOS 2.1 or higher.

1. If your are using a joystick make sure it is plugged into the game port of your computer.
2. Insert a DOS disk into Drive A and close the drive door.
3. Turn on the monitor and computer.
4. Respond to the date and time prompts.
5. At the **A>** prompt, remove the DOS disk and insert the ***Indiana Jones and the Temple of Doom*** disk, label side up, into the drive.
6. At the **A>** prompt, type **INDY** and press **ENTER**. The program will load into your computer's memory. Please note: If you have an EGA computer, the program will automatically load the EGA version; and if you have CGA, the program will load the CGA version. If you have EGA and would like to play the game in CGA, type **INDY C** for the loading command.

Installing *Indiana Jones and the Temple of Doom* On A Hard Disk

After you complete the procedure outlined below, ***Indiana Jones and the Temple of Doom*** will run entirely from your hard disk; you will not need to use the floppy ***Indiana Jones and the Temple of Doom*** disk. You cannot copy the files directly to your hard disk. The installation will create a sub-directory on the hard disk and copy all relevant files to it. Once ***Indiana Jones and the Temple of Doom*** has been copied to a hard disk, your floppy disk won't generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disks from the hard disk by following the procedures given in the section entitled "Uninstalling ***Indiana Jones and the Temple of Doom*** From A Hard Disk Drive."

Warning: Do **NOT** attempt to install ***Indiana Jones and the Temple of Doom*** from a 1 megabyte 5.25" floppy disk drive. During installation, the disk is being written to and files may be corrupted if the program is installed from a 1 megabyte 5.25" floppy disk drive.

Warning: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed ***Indiana Jones and the Temple of Doom*** on the hard disk, first make sure that you follow the instructions to uninstall ***Indiana Jones and the Temple of Doom***. If you don't, the program will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and go to the hard disk directory to which you would like to copy ***Indiana Jones and the Temple of Doom***, this may be **C**, **D**, **E**, or **F**.
2. Insert ***Indiana Jones and the Temple of Doom*** , label side up, into the disk drive and close the drive door; this may be either Drive **A** or **B**.

3. At the hard disk drive prompt, type **A:INSTALL**, and press **Enter**. Follow the on-screen prompts to set up the hard disk installation.
4. You will be prompted to enter the letter of the disk drive in which ***Indiana Jones and the Temple of Doom*** is located.
5. You will then enter the letter of the hard disk drive to which you will be installing the program (either C, D, E, or F).
6. The program will create a sub-directory on the hard disk named **INDY**. If you would like to use a different name for the sub-directory, you will be able to enter the name you have selected.
7. You will then be prompted to proceed with the hard disk installation by pressing **Y** to continue. If you type **N**, the installation will be aborted, and you will return to the hard disk prompt.
8. When the installation is complete, the system must be rebooted. To reboot, press the **Ctrl**, **Alt**, and **Del** keys at the same time. To run ***Indiana Jones and the Temple of Doom*** from the hard disk after rebooting, type **CD\NAME**, where **NAME** is the new directory name, and press **Enter**. Then follow the loading instructions listed above.

Uninstalling *Indiana Jones and the Temple of Doom* From A Hard Disk Drive

1. Boot the system, if necessary, and insert ***Indiana Jones and the Temple of Doom*** in Drive A or B.
2. At the **A>** or **B>** prompt, type **INSTALL U** and press **Enter**.
3. Follow the on-screen prompts for uninstalling ***Indiana Jones and the Temple of Doom*** from your hard disk.
4. When the process is complete, ***Indiana Jones and the Temple of Doom*** will no longer be executable from the hard disk. You may now delete the files from your hard disk. To re-install ***Indiana Jones and the Temple of Doom*** on a hard disk, follow the hard disk installation instructions already given.

Game Controls

IBM users note: Press **F2** to toggle between joystick and keyboard control. The option you select will be listed on the title screen.

Joystick — Move the joystick to the right, left, up or down. Press the fire button to crack the whip in the direction you are facing.

Keyboard — ST & Amiga users: **Q** = up, **A** = Down, **O** = Left, and **P** = Right. IBM users: Use the numeric keypad to control Indy's movements. Press the **Spacebar** to crack the whip in the direction you are facing.

Game Options

Number of Players — Atari ST, Amiga and IBM users can select either a one- or two-player game by pressing the **F1** key. The Commodore and Apple versions allow for only one player.

Sound On/Off — Atari ST and Amiga users can toggle the music on and off by pressing **F2**. IBM users press **F3** to toggle music on and off. Commodore and Apple users can adjust the volume on the monitor or TV.

Game Difficulty — In the Atari ST, Amiga and IBM versions, the game begins with Indiana Jones in front of three entrances: to the left is the Easy Route, to the right is the Medium Route and straight ahead is the Hard Route. Each Route goes in the same direction, but the hazards you face are different and points scored increase with the difficulty of the route. In the Commodore and Apple versions you will not be able to select difficulty levels, however the game will become more difficult the longer you play.

IBM Features — Press **F2** to toggle between joystick and keyboard control. Quit the game by pressing **F4**.

PLAYING THE GAME

While on an archeological expedition, Indiana Jones stumbles across the remote village of Mayapore in India. Following the theft of the powerful Sankara Stone which once protected the village and its people, the town lay in ruin and its children are mysteriously missing. Indy discovers the enslaved children are being held captive in the evil Pankot Palace — the home of the Maharajah. Mola Ram, the ruthless High Priest, has forced the children to mine for precious gems and the other missing Sankara Stones.

Indy's adventure begins once he enters the Mine Caverns below the palace where he must free the imprisoned children and escape the Thugee guards. Upon reaching the mine tunnel entrance, Indy hurls down a treacherous course in a rickety mine car, leading him to the Temple of Doom. Once in the Temple, he must retrieve the Sankara Stones encircled by a firey lava pit. After recovering all three Stones, Indy must then escape from the Temple by crossing a perilous rope bridge guarded by the fireball-throwing Mola Ram.

The Game Levels

There are three levels in the game: the Mine Caverns, the Mine Tunnels and the Temple of Doom. Proceed through the first two levels to reach the Temple of Doom, where you must retrieve a Sankara Stone. After you have the stone, a door will open that will take you back to the first level. Proceed through all the levels again to recover another stone. After recovering all three stones, make your escape over the bridge. A "bonus round" is awarded if you escape successfully.

Level 1 — The Mine Caverns

Indy's mission is to work his way through the maze-like Caverns and find the entrance to the Mine Tunnels. To get there he must climb up and down ladders and swing from one ledge to another by wrapping the whip around the swinging posts. Indy also faces a variety of perils while on his journey; bats and snakes can make the going rough. An army of Thuggee guards awaits Indy at every turn. Use the whip to kill snakes and bats, and to stun the Thuggee guards. On the Medium and Hard Routes, watch out for spikes that rise up from the ground. Free the imprisoned children by whipping the locks off their cages. Watch out for Mola Ram, the evil High Priest; he can appear suddenly and send a fireball hurling towards Indy. After recovering a stone, you will be transported back to this level, where conveyor belts can move you along quickly. Watch out though, sometimes they move too quickly, or in the wrong direction! On your third pass through the Mine Caverns, you'll have to work your way across rickety bridges teetering over firey lava pits. Commodore and Apple users please note: you will face the conveyor belts the first time throught the Mine Caverns.

Level 2 — The Mine Tunnels
As Indy races down the tracks, he must fight off Thuggee guards while watching out for oil drums, missing tracks and other hazards. Tilt the mine car to the left or right to avoid the hazards on the rails or to change tracks when necessary. Pull back on the joystick to slow down the mine car. Don't make any wrong turns or Indy will never make it to the Temple of Doom.

Level 3 — The Temple of Doom
In the Temple of Doom, Indy has to recover the Sankara Stone located in front of the statue of Kali, the four-armed goddess of death. The statue is on a small island completely surrounded by molten lava. Maneuver Indy around the firey lava pit to reach the trap door that opens and closes. To get the stone, Indy must stand over the trap door while it is closed. Time his run so that he can grab the stone and escape to safety. After he has recovered a stone, he will be transported back to the first level. Once Indy has retrieved all three stones, he must make his escape over a rope bridge. Watch out, though! Old Mola Ram will try to keep Indy from crossing the bridge by hurling fireballs.

The Scoreboard
The Scoreboard for both players is located on the right-hand side of the screen. The Scoreboard lists points earned, number of children saved, number of stones recovered and number of lives remaining. Extra lives can be earned for each 10,000 points scored. Points are scored for killing snakes and bats, stunning Thuggee guards, rescuing children, and successfully completing a level.

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